

PMX1 AGP Reference Card Design Guide

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Document ID : RDS003
Issue Number : Issue 02
Issue Date : 26th February 1998
Author : VideoLogic

DOCUMENT HISTORY

Issue	Date	Changes / Comments
Issue 1	23/01/98	First Draft Issue
Issue 2	26/02/98	Updated



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1. INTRODUCTION

This document is a design guide for the PMX1 reference card (NLX AGP version).

1.1 Board Features

The PMX1 AGP card has the following main features:-

- NLX form factor AGP card design (AGP v1.0 compliant).
- 8MB SDRAM (100Mhz) graphics memory (also 16MB development only option).
- TV out option (H/W selectable between S-Video or composite video).
- VMI port providing option for video decoder or MPEG-2 daughter-card.

2. TECHNICAL DESCRIPTION

This section is a sheet-by-sheet guide to the PMX1 AGP reference card schematics (issue 20/01/98). These schematics consist of 10 sheets.

2.1 Sheet 1 - Top Level

This shows the main functional blocks similar to that shown in fig 1.1 below.

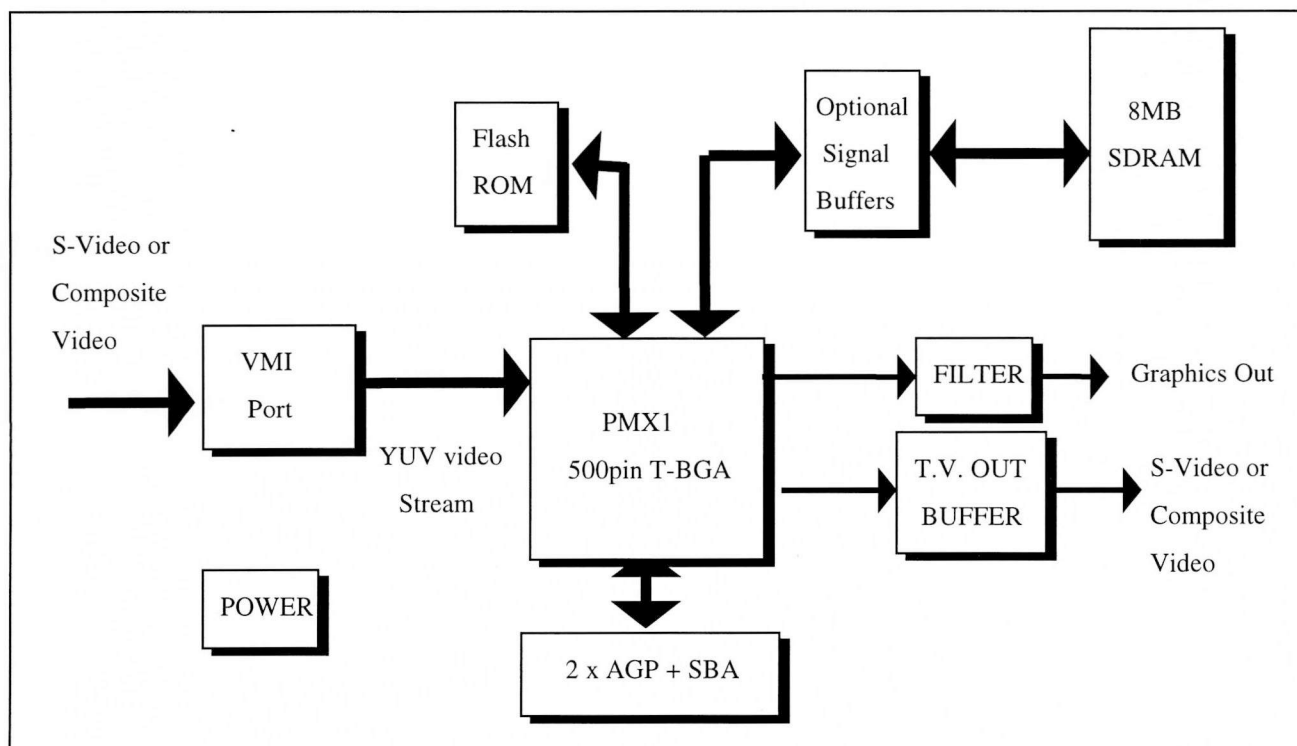


Figure 2-1

2.2 Sheet 2 - AGP Bus Interface

The AGP bus interface is designed to comply with the AGP bus v1.0 specification.

PMX1 supports 2 x AGP (with sideband addressing) mode.

Appendix A shows the pin-out of the AGP/PCI bus connector.

2.3 Sheet 3 - Flash ROM

PMX1 has a 3.3v ROM interface. A Flash ROM is used to enable support for the in-circuit re-programmable BIOS. The graphics card BIOS requires 64KB of memory.

PMX1 does support smaller OTP EPROM devices (e.g. 256/512Kbit), however this card design does not support these devices.

2.4 Sheet 4 - VMI Port

The 40-way header (CN3) is the VMI host port connector. The pin-out for this header is listed in Appendix B. The 26-way header (CN5) is the VMI video port (feature connector) as per VMI v1.4. The pin-out of this header is listed in Appendix C.

S-Video or composite video can be fed from a 4-pin miniDIN connector, which is mounted on a separate card attached to the rear of the main board, through the video-in header CN2, and then via the VMI port to a daughter card containing a video decoder (e.g. Brooktree Bt829A) or MPEG-2 decoder. Bt829A output enable can be controlled by pull-up/pull-down resistor pair (R24/25).

A digitised YUV data stream is supplied back to the PMX1 chip from the video decoder via an 8-bit data bus across the VMI port. A signal buffer (U5) is required to convert the 5V signals of the Bt829A to 3.3V required by the PMX input buffers.

(Note: U5 will not be required when the 3.3V Bt829B device becomes available.

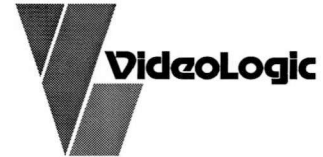
2.5 Sheet 5 - PMX1 Device

PMX1 is packaged in a 500-pin Tape Ball Grid Array (T-BGA) device (U10). The PMX1 Preliminary Data Sheet lists pin-out data and electrical specifications.

2.5.1 PMX1 clocks

PMX1 has the following clock requirements:-

- A 14.31818Mhz crystal (X2) drives **REFCLK**.
- **REFCLK** drives the internal PLL's for **DAC_CLK** (25-220Mhz) & **CORECLK**.
- **CORECLK** generates **SD_CLKO** (100Mhz memory clk).



- TV output requires a 54Mhz crystal to drive **VO_CLK** (X1).
- Provision is made for an external **DAC_CLK** (CN10), **CORECLK** (CN13), & **SD_CLK** (CN7) to be used in preference to the above sources. (debug only).

2.5.2 Graphics DAC pins

The graphics DAC full-scale current can be controlled by adjusting the value of the **DAC_RSET** input resistors (R72 & R74) according to the following equation:-

$$\text{Rset (ohms)} = (K * 1000 * I_{VREF(v)}) / I_{OUT (mA)}$$

Where: K = scaling factor (please refer to NEC AAD38UOB, 2.5v, 220Mhz Megamacro Triple 8-bit video DAC document)

I_{VREF} = Voltage reference input current

I_{OUT} = DAC Output current

DAC_VREF is supplied by a LM385_1.2 voltage reference device (D8) - Its value should be 1.235V.

DAC power (**DAC_AVDD**) is 2.5v and is a filtered version of the main 2.5v source.

Header CN10 provides a connection point for an external **DAC_CLK** (debug only).

2.5.3 Video / TV output pins

The TV Output from PMX1 is available in either S-Video, composite video or RGBS. This AGP card design, however, will only support S-Video or composite video outputs - see TV out block for further details.

A 54Mhz (25ppm stability) crystal (X1) is required to drive **VO_CLK**.

A filtered version of the main 2.5v source is used to power the TV output block.

2.5.4 AGP interface pins

AGP interface complies with AGP v1.0 specification.

2.5.5 Video input interface pins

This consists of an 8-bit YUV data bus plus 1 clock and 3 strobe inputs. These signals can be driven by a Bt829a video decoder or MPEG-2 decoder via the VMI port.

An I²C bus allows the video decoder to be controlled by PMX1.

2.5.6 PLL Power

The PLL analog power supply require a separately filtered source and good isolation from other power/gnd planes. Careful attention was paid to this during the PCB layout. PLL power is a filtered version of the main 2.5v source. The PLL ground path is at the same potential as digital ground although the two ground paths are physically isolated so as to prevent digital noise passing through the PLL ground plane.

2.5.7 Graphics Display Memory pins

Memory control lines (RAS#, CAS# etc.) have series termination resistors fitted to dampen signal slew-rate. These resistors are fitted close to the PMX1 chip. An option for fitting AC termination to the ends of the clock lines is also available. (see sheet 7).

The header (CN7) is for an alternative memory clock (**SD_CLK**) source.

Power-On Strapping Requirements

Graphics memory is accessed via a 64-bit data bus (**SD_D<63:0>**) which is also used for power-on initialisation of the configuration registers listed in table 2.1 below.

BIT	FUNCTION	FIT PULL-UP	FIT PULL-DWN	DEFAULT
SD_D<0>	AGP_ENABLE	ENABLE (R1)	DISABLE (R2)	DISABLED
SD_D<1>	VGA_ENABLE	ENABLE	DISABLE	JP1 LINK
SD_D<2>	EXT. DAC_CLK SELECT	EXT. CLK (R8)	INT. CLK (R11)	INT. CLK
SD_D<3>	EXT. CORECLK SELECT	EXT. CLK (R14)	INT. CLK (R20)	INT. CLK
SD_D<4>	VGA BIOS DECODE	ENABLE (R25)	DISABLE (R31)	DISABLED

Table 2-1 Power-on configuration

Register Description

AGP_Enable	- enable/disables AGP features
VGA_Enable	- enable/disables VGA core
DAC_clk select	- selects between external or internal DAC_clk
CORE_clk select	- selects between external or internal core clk
VGA BIOS DECODE	- allows decode of C1000 BIOS.

2.6 Sheet 6 - Memory Signal buffers

When large memory configurations (16Mb) are supported, an optional 16-bit latch (U4) and a clock buffer (U1) can be fitted to reduce the capacitive loading on the memory address and control lines. These can be removed when smaller configurations are supported.

2.7 Sheet 7 - SDRAM Display Memory

The following memory options are available for this card design:-

Memory Configuration	SDRAM Device	Circuit References
8Mb	4 x 16Mbit	U2 , U3, U7, U11
16Mb	8 x 16Mbit	U13 , U14, U15, U16

Table 2-2



2.8 Sheet 8 - Video Graphics Out

RGB signals are designed for 75 ohm doubly-terminated lines. A 75 ohm resistor connects each RGB line to 0V. This provides half of the necessary 37.5 ohm DC load - the other half is in the display monitor. Each RGB line has a double-pole LC filter network to control edge-rates and reduce EMC emissions. These filters are located close to the standard 15-pin output connector (CN6).

The routing of the RGB tracks was carefully considered due to the high edge-rates are present. Long parallel tracks were avoided and isolation from other signal tracks was maintained in an attempt to reduce cross-talk. Track impedance should be as close to 75 ohms as possible.

Overcurrent/overvoltage protection is provided by diodes D1-D7.

Hsync (HS) and Vsync (VS) lines are filtered by a 33R/120pf RC network.

DDC2B support is provided by the second I²C bus from PMX1.

VGA output uses a standard 15-way, sub-miniature D-type connector (CN6).

2.9 Sheet 9 - TV output buffer

The TV out interface on this AGP card provides PAL /NTSC support for S-Video (YC) and composite video (CVBS) output.

Video op-amps (U8 -U9) are used to provide additional filtering and amplification. The op-amps are driven by a single +5V power supply.

TV output signals are referenced to analog ground (0VA). This ground plane is isolated especially from audio and digital grounds.

S-Video/composite video TV output is available through a 4-pin miniDIN connector which is on a separate card mounted on the rear of the main card. CN8 is the header which connects these two cards together.

Jumper (JP2) settings allows selection between S-Video and composite video output.

2.10 Sheet 10 - Power

This AGP reference card has the following power requirements:-

2.5V - (2.5Vdd) PMX1 core supply voltage.

Supplied by LT1580-2.5 regulator (U6)

3.3V - (3.3Vdd) PMX1 output buffers & memory & 2.5v regulator supply.

Supplied via AGP connector form motherboard

3.3V - (Vddq) Separate 3.3V for AGP buffers.

Supplied from the motherboard.

- + 5V - Video Op-amps, video decoder (daughter card) supply
- +12V - Fan Supply - sourced from the motherboard.

3. CARD CONSTRUCTION

This AGP adapter card has been designed as a 4 layer card with 2 signal layers, 1 split power plane (3.3v/5v) and 1 split ground plane (analogue grounds/digital grounds).

4. MECHANICAL DETAILS

The card is available as a AGP adapter card design for NLX form factor machines (also compatible with ATX form factor)

The I/O on the back-panel consists of the following connector:-

- Royal Blue 15-pin, sub-miniature D-type monitor connector

Additional I/O is mounted on a separate daughter card with the following connectors:

(This is a limitation of the NLX form factor for AGP cards.)

- 4 pin miniDIN S-Video/composite video output
- 4 pin miniDIN S-Video/composite video input
- 4 pin audio-out header - for connection to sound card if MPEG-2 decoder is used.

The following internal connectors will be provided as well:

- 26 pin Video input Port A header
- 40 pin VMI Host port socket



5. APPENDIX A - BUS INTERFACE CONNECTIONS (PCI/AGP)

Pin Name	PCI Function	AGP Function	Note
FRAME#	Cycle Frame	Not used	
IRDY#	Initiator Ready	New meaning	
TRDY#	Target Ready	New meaning	
STOP#	Stop	Not used by A.G.P.	
DEVSEL#	Device Select	Not used by A.G.P.	
IDSEL	Initialisation Dev Sel	Not used by A.G.P.	
REQ#	Request	Same as PCI	
GNT#	Grant	Same as PCI	
RST#	Reset	Same as PCI	
AD[31:00]	Multiplexed Address/Data	Same as PCI	
C/BE[3:0]#	Bus Command/Byte Enables	Slightly different meaning	
PAR	Parity	Not used by A.G.P.	
INTA#	Interrupt A	Same as PCI	
CLK	Clock	Same as PCI	
PIPE#		Pipelined	
SBA[7:0]		Sideband Address Port	
RBF#		Read Buffer Full	
ST[2:0]		Status	
AD_STB0		AD Bus Strobe 0	
AD_STB1		AD Bus Strobe 1	
SB_STB		Sideband Strobe	

6. APPENDIX B - VMI HOST PORT CONNECTIONS

CONNECTOR B (40 Pin Female Dual Row Receptacle, 0.100 in. centres)			
Pin #	Signal Name	Pin #	Signal Name
Z1	+12v	Y1	HD[0]
Z2	HD[1]	Y2	Ground
Z3	Ground	Y3	HD[2]
Z4	HD[3]	Y4	HD[4]
Z5	+5V	Y5	HD[5]
Z6	HD[6]	Y6	HD[7]
Z7	OSC	Y7	HA[0]
Z8	HA[1]	Y8	HA[2]
Z9	HA[3]	Y9	+5V
Z10	Ground	Y10	RESET#
Z11	CS#	Y11	Ground
Z12	RD#	Y12	WR#
Z13	+3.3V	Y13	READY
Z14	SCLK	Y14	INTREQ#
Z15	LRCK	Y15	PCMDATA
Z16	+5V	Y16	+3.3V
Z17	User-Defined	Y17	User-Defined
Z18	User-Defined	Y18	KEY
Z19	INSERT#	Y19	AUDIOL
Z20	AUDGND	Y20	AUDIOR

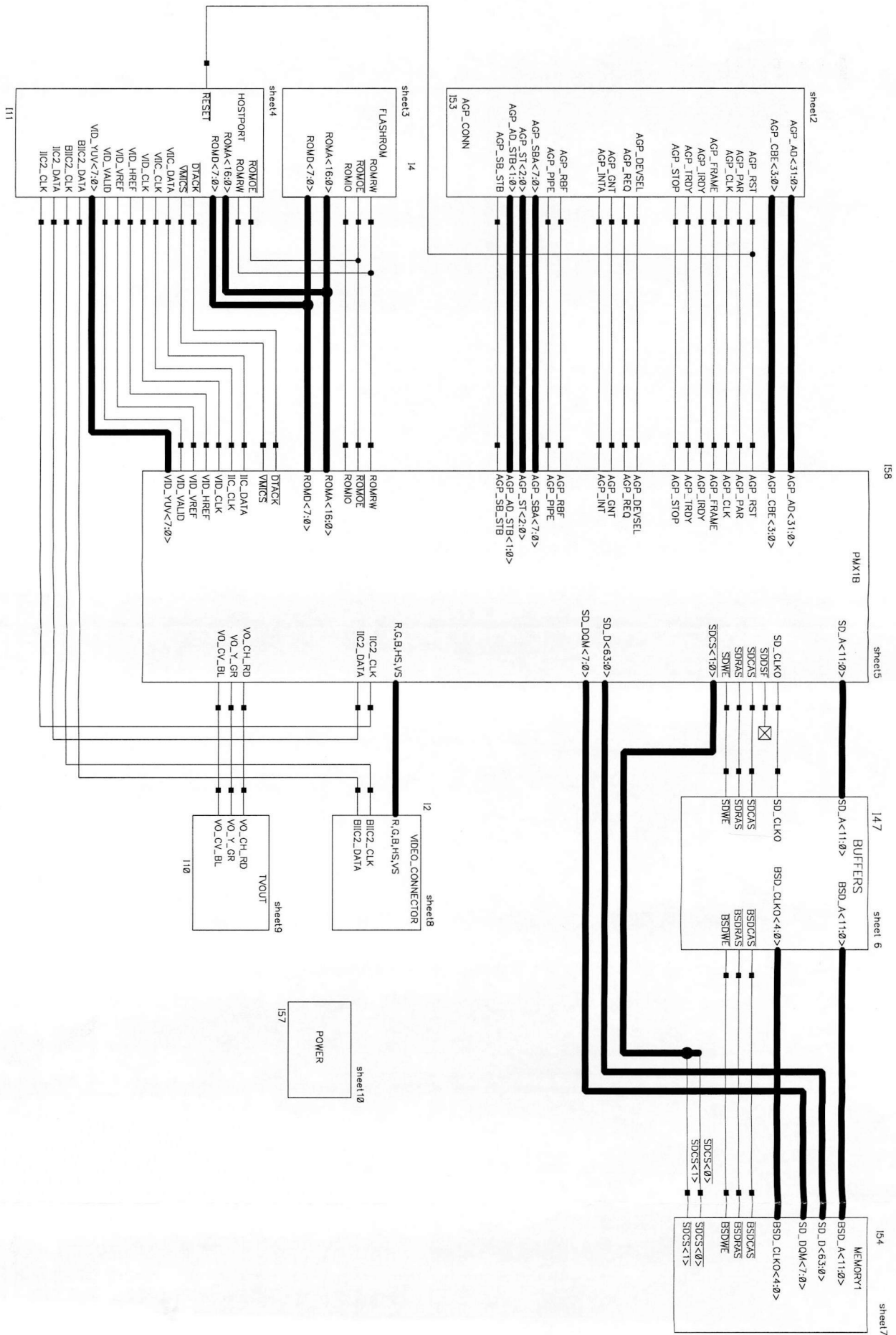
7. APPENDIX C - VIDEO PORT CONNECTIONS

CONNECTOR A					
(26 Pin Male Dual Row Header, 0.100 in. centres)					
Standard Feature Connector		Video Port Implementation	Standard Feature Connector		Video Port Implementation
Pin #	Signal Name	Signal Name	Pin #	Signal Name	Signal Name
Z1	Ground	0V	Y1	P0	VIDYUV[0]
Z2	Ground	0V	Y2	P1	VIDYUV[1]
Z3	Ground	0V	Y3	P2	VIDYUV[2]
Z4	EVIDEO#	VIDVALID	Y4	P3	VIDYUV[3]
Z5	ESYNC#	N/C	Y5	P4	VIDYUV[4]
Z6	EDCLK#	VIDVREF	Y6	P5	VIDYUV[5]
Z7	N/C	I2C_CLK	Y7	P6	VIDYUV[6]
Z8	Ground	0V	Y8	P7	VIDYUV[7]
Z9	Ground	0V	Y9	DCLK	VIDCLK
Z10	Ground	0V	Y10	BLANK#	VIDHREF
Z11	Ground	0V	Y11	HSYNC	N/C
Z12	N/C	N/C	Y12	VSYNC	N/C
Z13	N/C	I2C_DAT	Y13	Ground	0V

8. APPENDIX D - INDUSTRY REFERENCE SPECIFICATIONS

The following recognised specifications have been referred to in these design notes:-

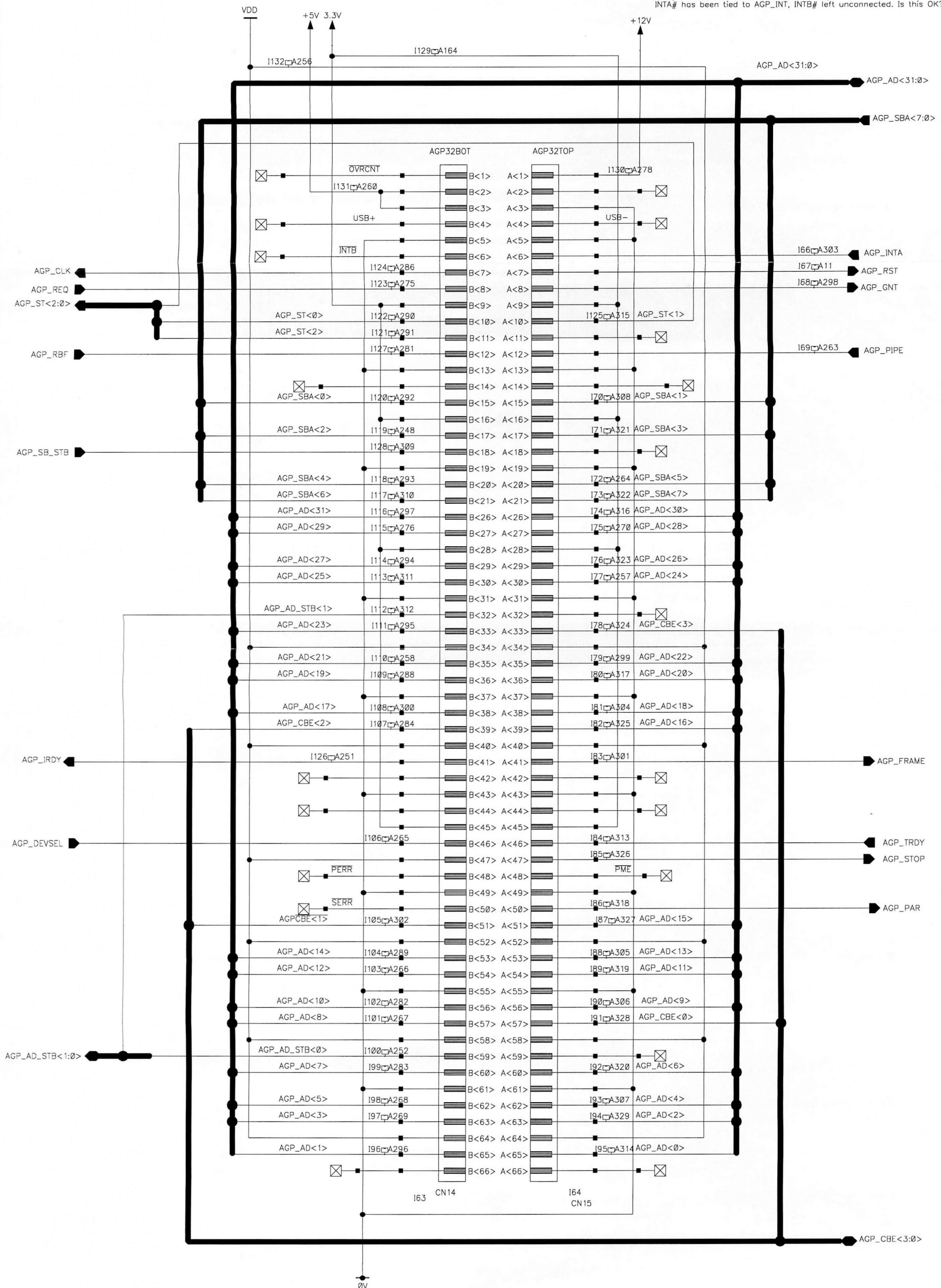
- PCI Bus Specification v2.1
- Video Module Interface Specification v1.4
- Accelerated Graphics Port (AGP) Specification v1.0
- NLX form factor design guide.
- PMX1 Preliminary Data Sheet

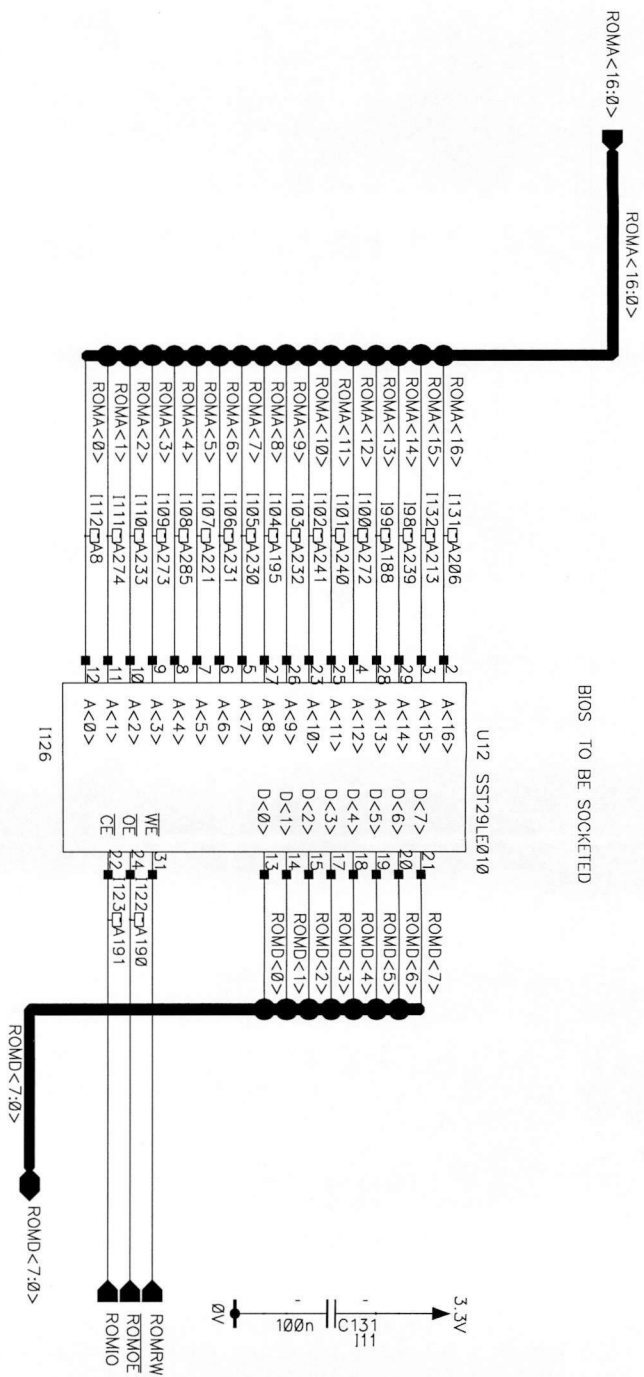


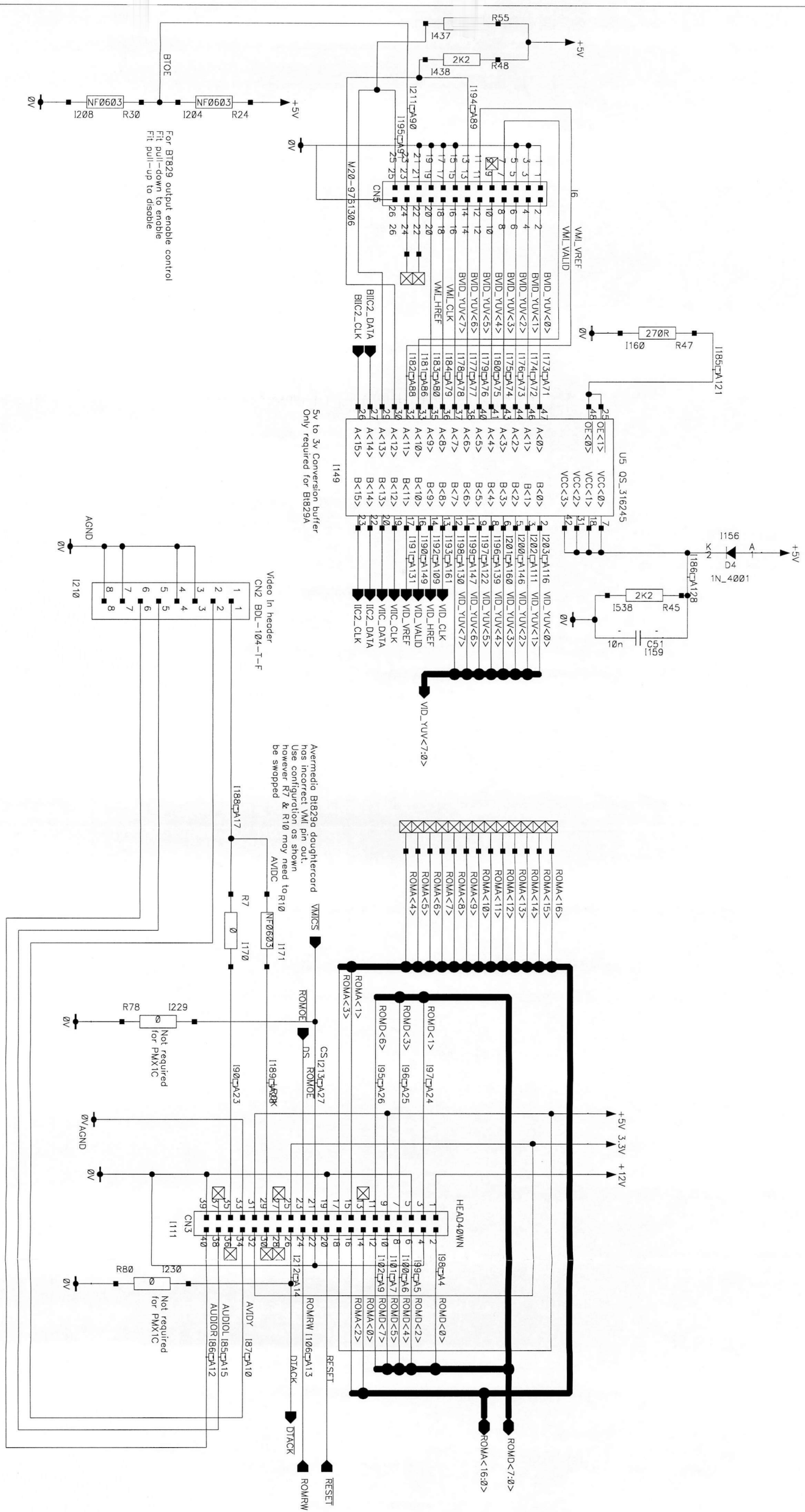
AGP Spec Notes:

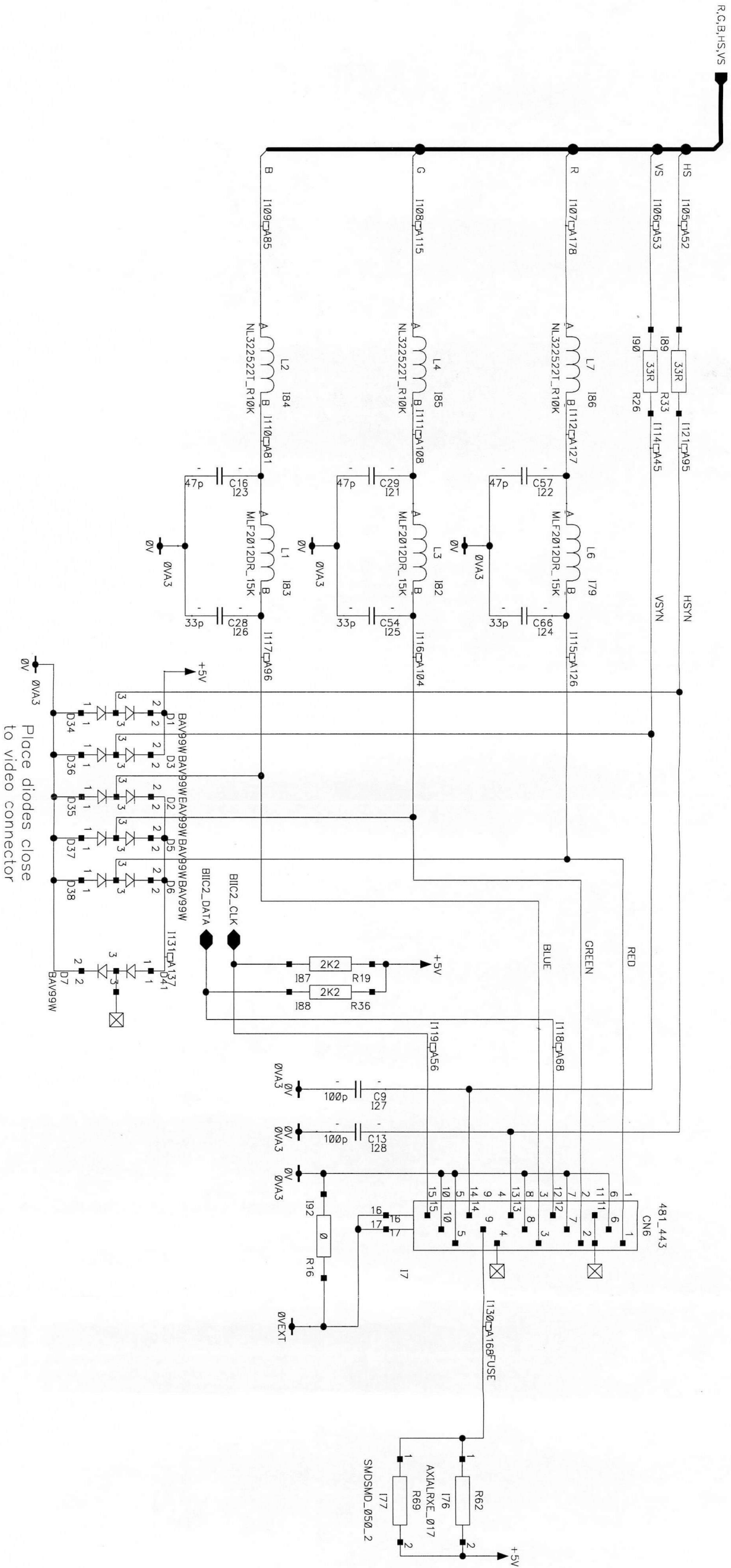
Is IDSEL tied to AD16 internally or externally (ECR 22)
Vddq connects to AGP buffer on PMX chip
INTA# has been tied to AGP_INT, INTB# left unconnected. Is this OK?

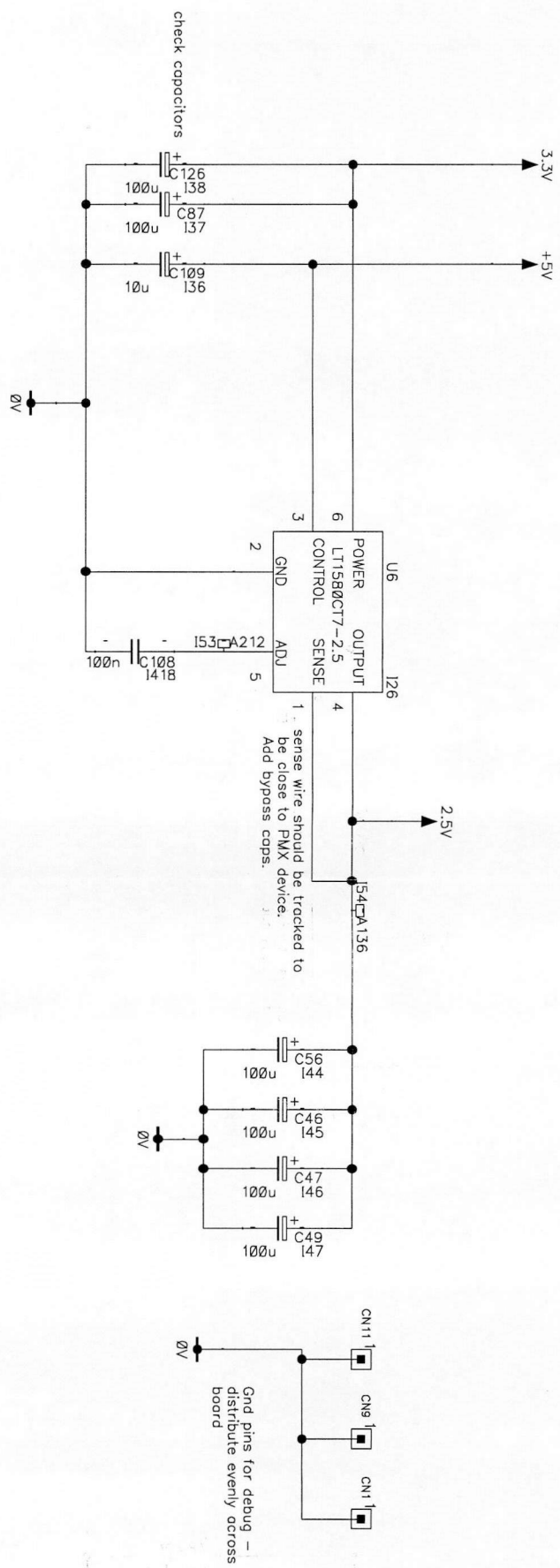
This is 3.3v Vddq

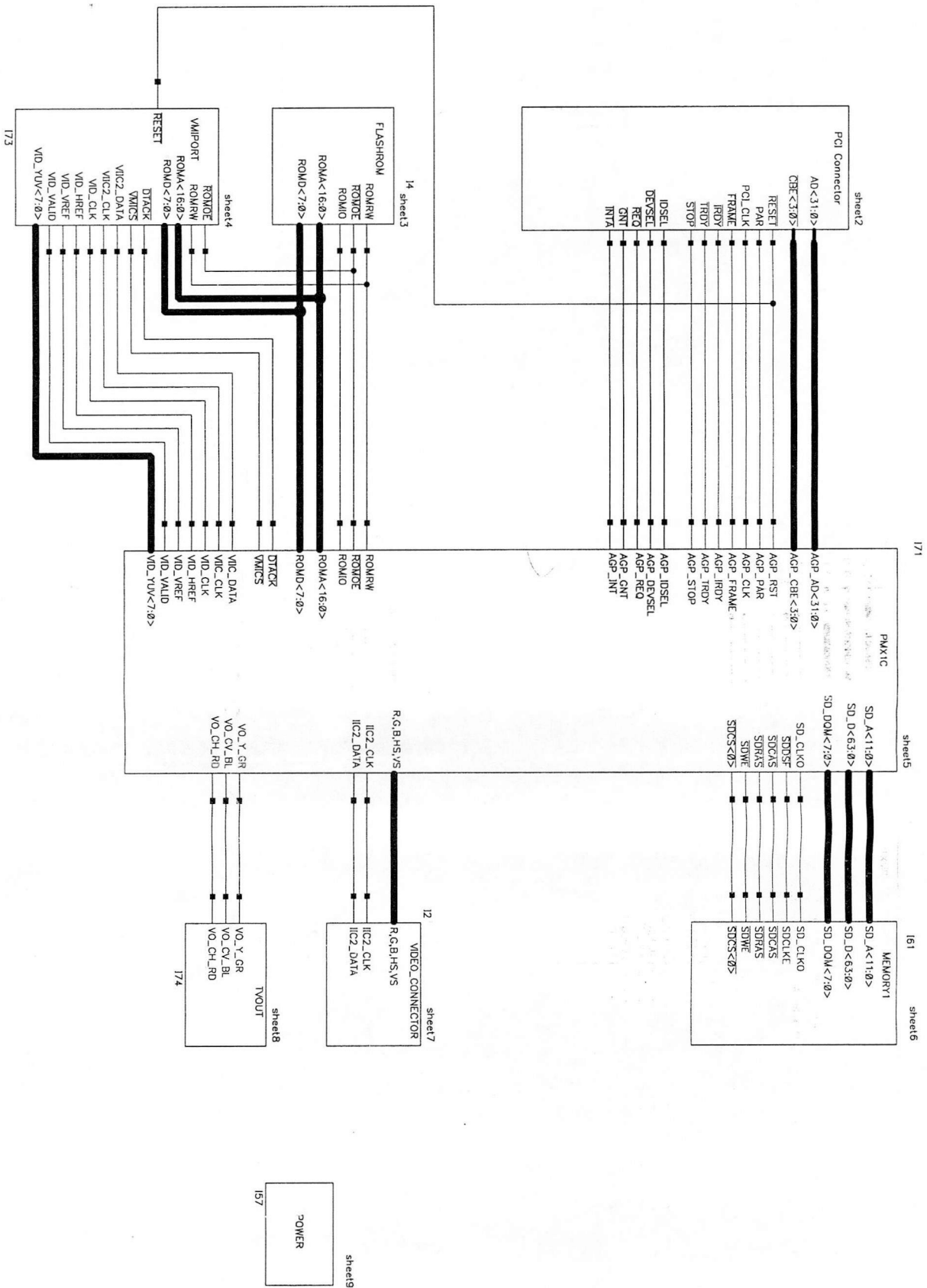


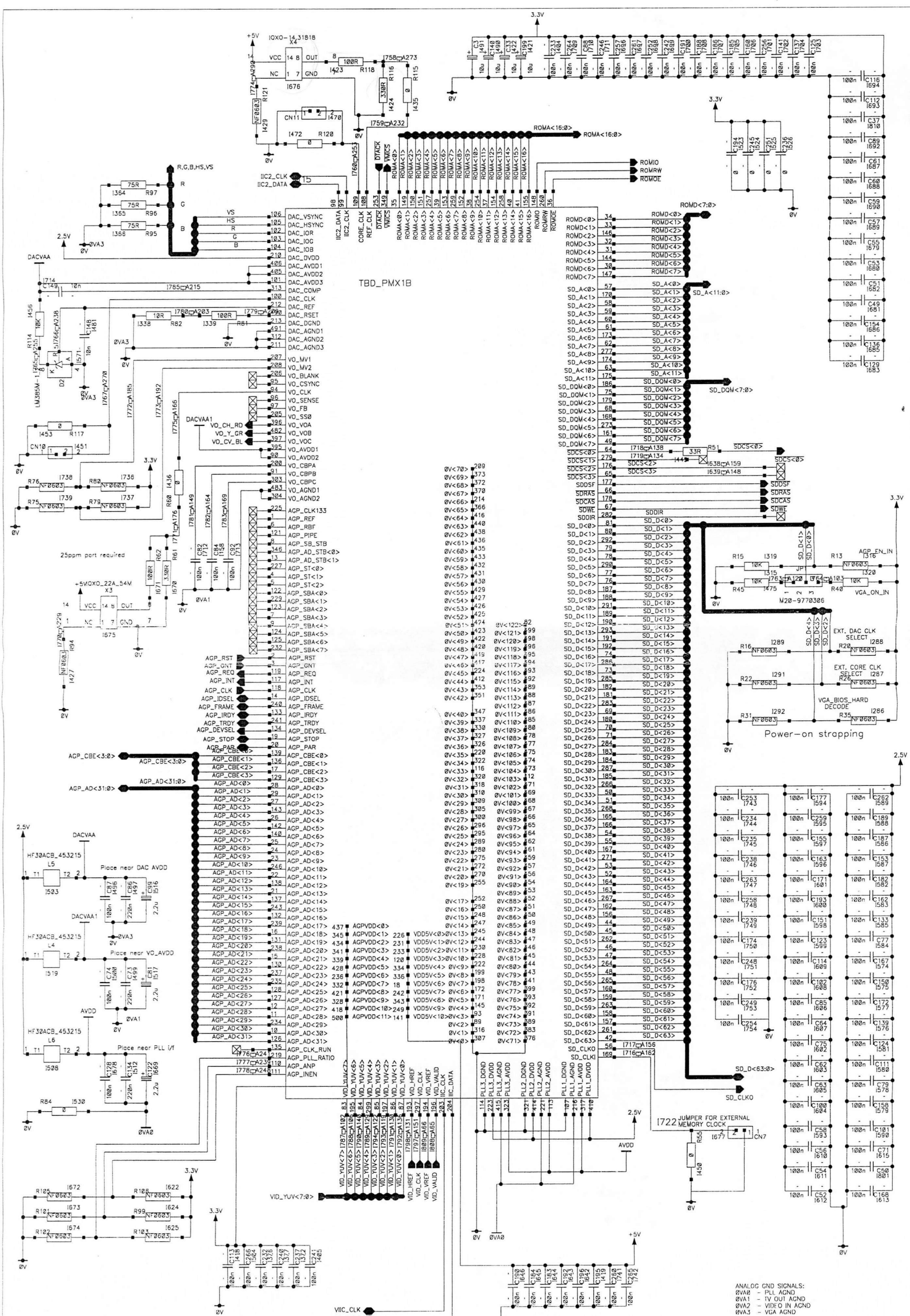






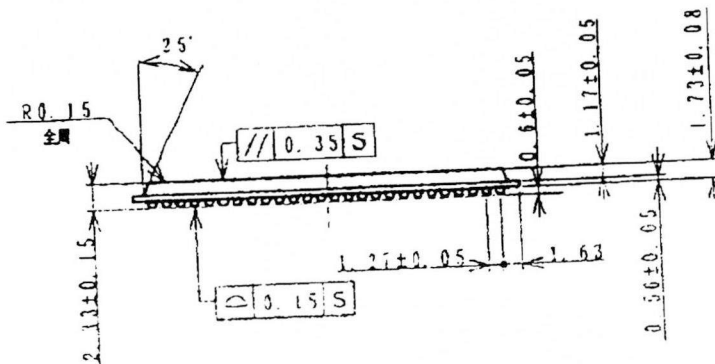
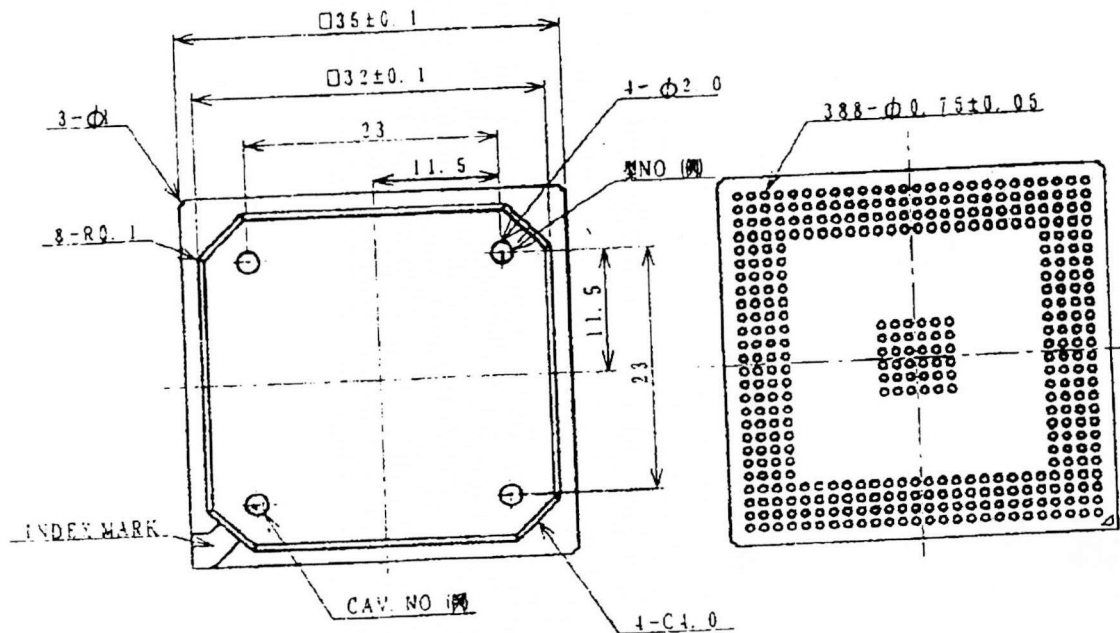






版	記 事	承認
	新規作成 1998. 10. 23 和口田	和口田

発行	
版	年月日
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